

L Number	Hits	Search Text	DB	Time stamp
1	0	heirarch\$7 and tree and web and fish near eye and strategy	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:40
2	214220	345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:40
3	2	(345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7) and heirarch\$7 and tree and web and fish near eye	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:41
4	7	(345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7) and (hierarch\$7 and tree and web and fish near eye) and scrol\$7	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:42
5	552	(345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7) and (hierarch\$7 and tree and (web document)) and scrol\$7	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:43
6	42	((345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7) and (hierarch\$7 and tree and (web document)) and scrol\$7) and without with scrol\$5	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:43
7	0	((((345/(762-767,775-778,815-816,853-855,866).ccls. and (display\$4 view\$4) same hierarch\$7) and (hierarch\$7 and tree and (web document)) and scrol\$7) and without with scrol\$5) and hopping and cutoff	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 14:44

Searching for **viewing large strategy level cutoff hierarchy web and tree visualization navigation**.

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132 documents found. Order: **relevance to query**.

Bubble Trees - The Visualization Of (2000) (Correct)

areas. They provide a highly space-efficient world-view, but can suffer from information overload. based on hyperbolic geometry for visualizing **large** hierarchies, in Proceedings of CHI '95, ACM bubble, which aggregates detail by enclosing lower-level information. **Navigation** and information retrieval www.iis.ee.ic.ac.uk/~rick/research/pubs/bubbletree-chi2000.pdf

Tree visualization with Tree-maps: A 2-d space-filling approach - Shneiderman (1991) (Correct) (25 citations)

sought to provide human **visualization** aids for **viewing large tree** structures. **Tree**-maps are a to provide human **visualization** aids for **viewing large tree** structures. **Tree**-maps are a representation disk as **viewed** from the perspective of a multiple **level** directory of subdirectories and files, as in ftp.cs.umd.edu/pub/papers/papers/ncstrl.umcp/CS-TR-2645/CS-TR-2645.ps.Z

Strategic behaviour-based reasoning with - Dynamic Partial Information (Correct)

vision is limited by both an angular field of **view** and also distance from objects. This means, for the standard problem of managing the interaction of **large** numbers of behaviours. An important extension to the agent with the capability to reason about **strategy**, but also require non-local information about www.isi.edu/~scerri/cavedon.ps.gz

Stretching the Rubber Sheet: A Metaphor for Viewing.. - Sarkar, Snibbe.. (1993) (Correct) (26 citations)

Stretching the Rubber Sheet: A Metaphor for **Viewing Large** Layouts on Small Screens Manojit Sarkar, Stretching the Rubber Sheet: A Metaphor for **Viewing Large** Layouts on Small Screens Manojit Sarkar, Scott of the application significantly. One common **strategy** to show detail and context in layouts uses two wilma.cs.brown.edu/research/graphics/research/pub/papers/uist93-sss.ps

Evaluating Strategies for Similarity Search on the Web - Haveliwala, Gionis, Klein.. (2002) (Correct)

document representation **strategy**. In particular, we **view** manually constructed directories such as Yahoo! by user studies is expensive, especially when **large strategy** spaces must be searched (e.g.when user studies is expensive, especially when **large strategy** spaces must be searched (e.g.when tuning www-db.stanford.edu/~taherh/papers/sim-search.ps

Interacting with Huge Hierarchies: Beyond Cone Trees - Jeromy Carriere (1995) (Correct) (2 citations)

been implemented which attempt to allow a user to **view large** hierarchies, centered around the use of a system called fsviz which visualizes arbitrarily **large** hierarchies while retaining user control. This is 1000 nodes, primarily due to a prohibitive **level** of visual clutter. In [6] the authors state ftp.cgl.uwaterloo.ca/pub/users/rnkazman/fsviz.ps.Z

Learning Under Minimal Information: An Experiment on Mutual.. - Mitropoulos (Correct)

win-stay lose-change. The data rather support the **view** that subjects search by using patterns. Keywords: al. 1996) find that in a coordination game with a **large strategy** space fictitious play does a better job notice that in a game involving a unique mixed-**strategy** equilibrium subjects are showing much more www.uni-magdeburg.de/vwl3/papers/mutual_fate_control.pdf

A Metalevel Coordination Strategy for Reactive Cooperative.. - Ei-Ichi Osawa (1995) (Correct) (5 citations)

notion of incomplete information by restricting the **view** and communication range 2 of each agent. This the performance of problem solvers, is relatively **large**, reactive planning that interleaves the plan A Metalevel Coordination **Strategy** for Reactive Cooperative Planning Ei-Ichi ftp.csl.sony.co.jp/CSL/CSL-Papers/95/SCSL-TR-95-019.ps.gz

Adding Uncertainty to Hypertext Models of Software Systems - Ziv, Richardson (Correct)

[HM94] Similarly, software development may be **viewed** as creation (i.e.synthesis)evolution, and benefits for **visualization** and **navigation** of **large** software systems, as follows: Hypertext systems

ignored. This approach is part of an overarching **strategy** for modeling software uncertainties, based on www.ics.uci.edu/~ziv/papers/hypertext97.ps

Scalable Backoff Language Models - Seymore, Rosenfeld (1996) (Correct) (16 citations)

Laboratory under Grant No. N00014-93-1-2005. The **views** and conclusions contained in this document are a trigram backoff language model is created from a **large** body of text, trigrams and bigrams that occur few removed from the model. The trigrams cut out at **level (cutoff1)** were the first ones encountered in an www.cs.cmu.edu/afs/cs/user/kseymore/html/papers/ICSLP_scalelms.ps.gz

Artificial Intelligence Based Modeling of Musical Instruments - Charef, Ifeachor (1999) (Correct)

have been developed. The user can adjust the noise **level**, **cutoff** frequency of low-pass filter, and time developed. The user can adjust the noise **level**, **cutoff** frequency of low-pass filter, and time constants echo.gaps.ssr.upm.es/costg6/bibliography/proceedings/charef.pdf

End User Controlled Visualization of Large Graphs - Henry, Hudson (Correct)

This paper presents a novel methodology for **viewing large** graphs, which allows, the user to End User Controlled **Visualization of Large** Graphs Tyson R. Henry Department of Computer 3 Composition of Graph Layout Algorithms The **strategy** of composing graph layout algorithms is to use a ftp.cs.unm.edu/pub/tyson/layout.ps

A WWW interactive progressive local image transmission system - Liptay, Barron, Gargantini (1999) (Correct) (1 citation)

Local Image Transmission (IPLIT) system for **viewing large** images over the bandwidth-limited World Local Image Transmission (IPLIT) system for **viewing large** images over the bandwidth-limited World Wide Web U.Progressive Image Transmission using **Levels** of Detail and Regions of Interest"Proc. of www.csd.uwo.ca/faculty/barron/PAPERS/SPIEpaper.ps

- Learning The (1991) (Correct)

can be seen in motor movements. Ethologists also **view** other more general behaviors as essentially the process is critical or the time steps are too **large** (i.e.the time resolution is too coarse) successfully evades the predator, the reactive **strategy** receives a **large** summary payoff otherwise, the ftp.aic.nrl.navy.mil/pub/papers/1991/AIC-91-002.ps.Z

Automated Instructor Assistant for Ship Damage Control - Vadim Bulitko David (1999) (Correct) (1 citation)

explanation, advising, and critiquing. In a **large** exercise involving approximately 500 ship crises and explicit representation of domain and **strategy** knowledge layers allows for the output of the of solving damage control scenarios at the "expert" **level**. Its innovative blackboard architecture www.cs.ualberta.ca/~bulitko/pubs/iaai99.pdf

Characteristic Distributions in Multi-agent Systems - Stefan Johansson Department (Correct)

design objectives. From a game theoretic point of **view**, this process is a choice of strategies for work on meta-games (the game of selecting a **strategy** for a game) include (Binmore & Samuelson 1992 and "How can this result be used at the meta-level?To help us answer these questions we will use www.ipd.bth.se/~sja/publications/AAAISS01.pdf

Designing Progressive MultiAgent Negotiations - Lee (1999) (Correct)

of stages in any progressive negotiation with a **larger** m than that with a smaller m. For example, for and Kraus distinguish a social **level** and a **strategy** level in their model [Shehory and Kraus, 1996] and to process information at the right abstraction **level**. Moreover, it must provide these inherently www.labs.bt.com/projects/agents/publish/papers/lee-aaai99.ps

Flexible Strategy Learning: Analogical Replay of Problem Solving.. - Veloso (1994) (Correct) (12 citations)

(ARPA) under grant number F33615-93-1-1330. The **views** and conclusions contained in this document are PRODIGY/ANALOGY, accumulating and reusing a **large** case library in a complex problem solving In Proceedings of AAAI-94, pgs. 595-600 Flexible **Strategy** Learning: Analogical Replay of Problem Solving www.cs.cmu.edu/afs/cs/user/mmv/www/papers/book-leake.ps.gz

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